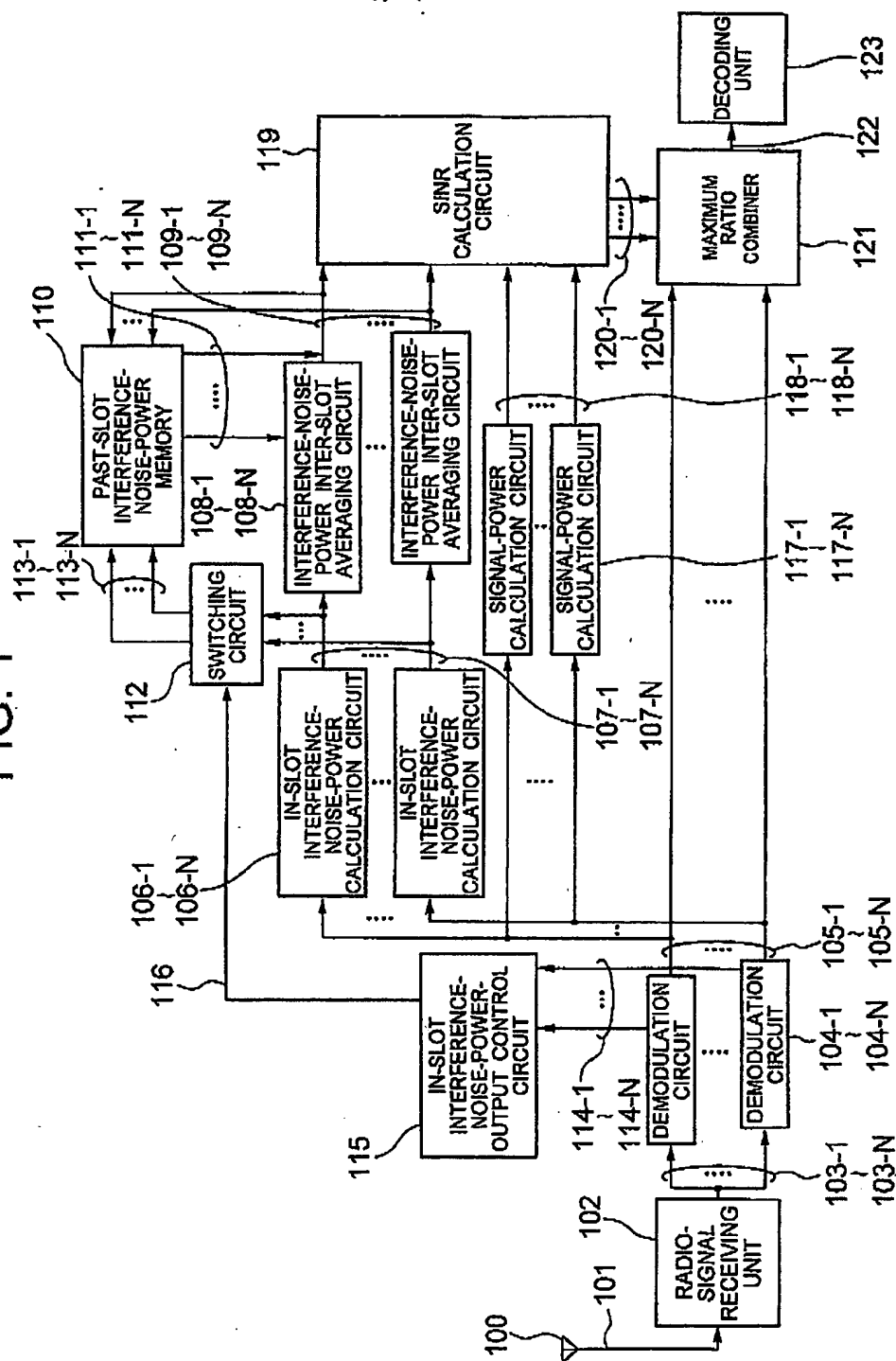


FIG. 1



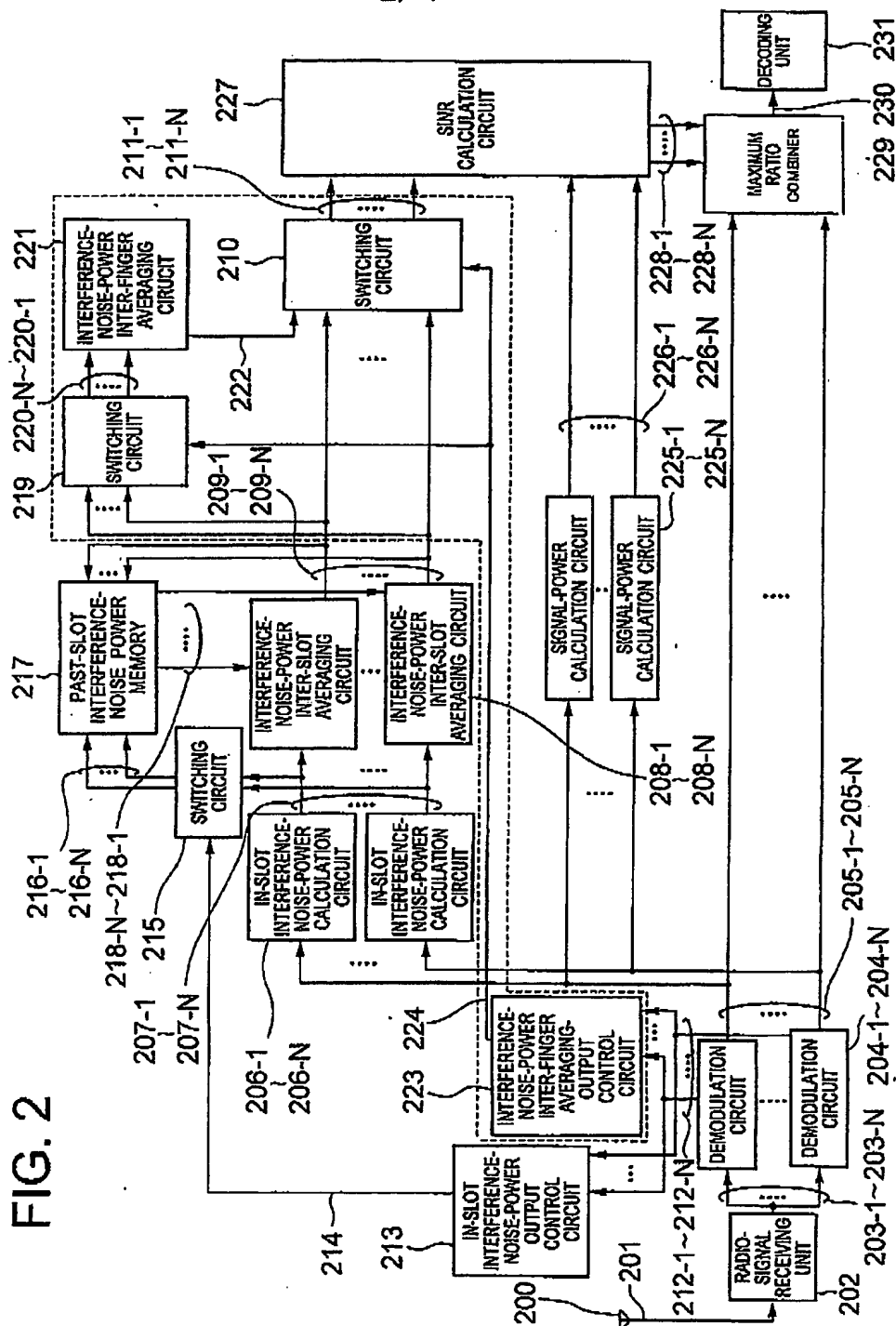
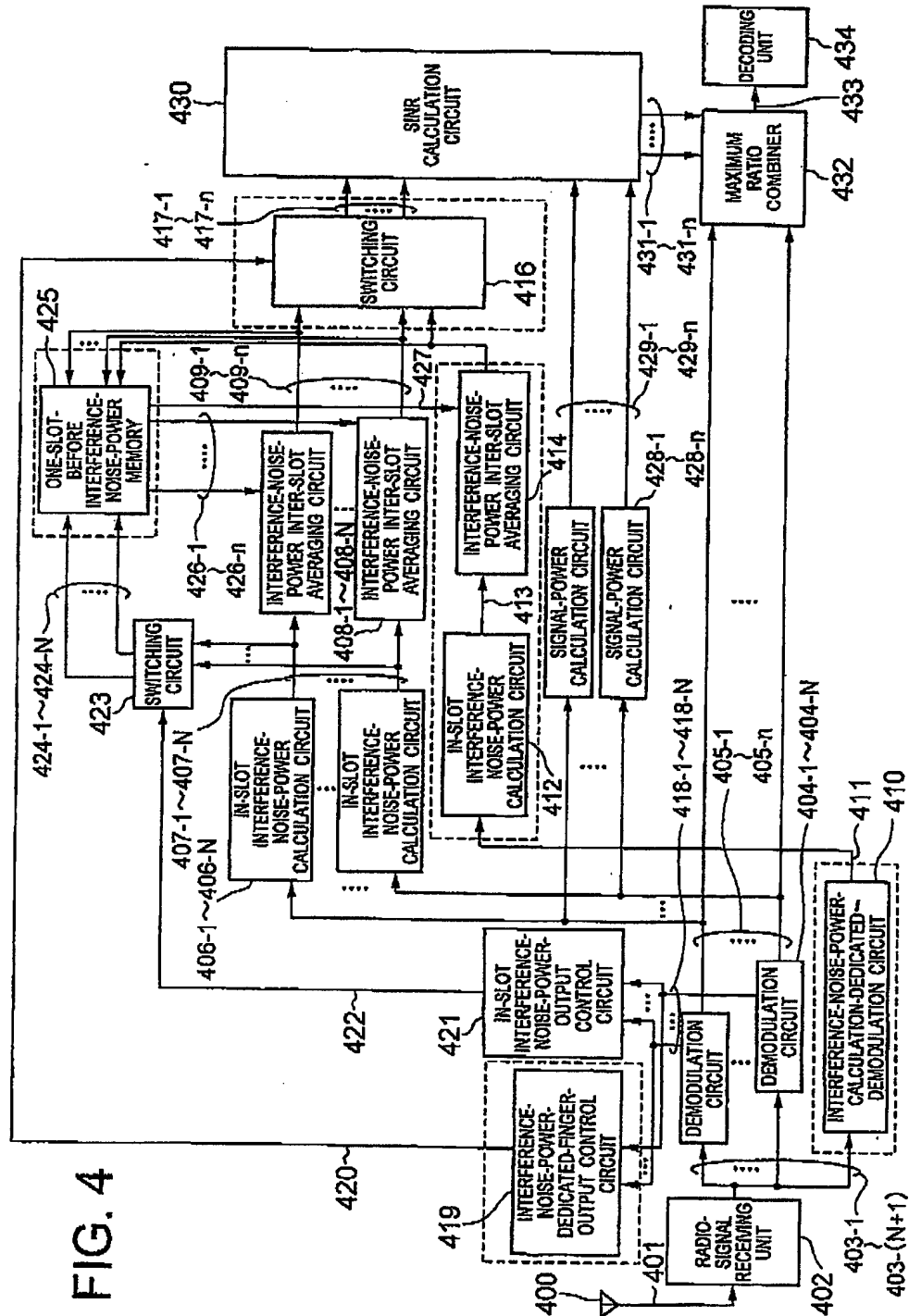


FIG. 3

The diagram illustrates a radio communication system architecture. At the bottom, multiple radio signal receiving units (303-1~303-N) feed into demodulation circuits (304-1~304-N). These outputs pass through a switching unit (305-1~305-N) and then through a series of processing blocks: in-slot interference power output control (313), in-slot interference power calculation (314), interference power averaging (318-1~318-N), and signal power calculation (319). The outputs of these blocks are then fed into a switching circuit (315) and a SINR calculation circuit (324). The SINR calculation circuit outputs SINR values (325-1~325-N) to a maximum ratio combiner (328). The maximum ratio combiner also receives signals from the demodulation circuits (304-1~304-N) and outputs the combined signal to a decoding unit (330). The system is controlled by a central control unit (300) which manages the switching and calculation processes.



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FIG. 5

SLOT NUMBER	ESTIMATED VALUE FOR IN-SLOT INTERFERENCE NOISE POWER	FINGER STATE
SLOT M-3	NO INTERFERENCE NOISE POWER	INVALID STATE
SLOT M-2	NO INTERFERENCE NOISE POWER	
SLOT M-1	NO INTERFERENCE NOISE POWER	
SLOT M	INTERFERENCE NOISE POWER=10	VALID STATE
SLOT M+1	INTERFERENCE NOISE POWER=12	
SLOT M+2	INTERFERENCE NOISE POWER=15	

FIG. 6

SLOT NUMBER	INTERFERENCE NOISE POWER ESTIMATED VALUE	FINGER STATE
SLOT M-18	INTERFERENCE NOISE POWER=11	VALID STATE
SLOT M-17	INTERFERENCE NOISE POWER=13	
SLOT M-16	NO INTERFERENCE NOISE POWER	
⋮		INVALID STATE
SLOT M-1	NO INTERFERENCE NOISE POWER	
SLOT M	INTERFERENCE NOISE POWER=10	VALID STATE
SLOT M+1	INTERFERENCE NOISE POWER=12	
SLOT M+2	INTERFERENCE NOISE POWER=15	

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FIG. 7

SLOT NUMBER	ESTIMATED VALUE FOR INTERFERENCE NOISE POWER FOR FINGER NUMBER 1	ESTIMATED VALUE FOR INTERFERENCE NOISE POWER FOR FINGER NUMBER 2	ESTIMATED VALUE FOR INTERFERENCE NOISE POWER FOR FINGER NUMBER 3
SLOT M-3	INTERFERENCE NOISE POWER=12	NO INTERFERENCE NOISE POWER	INTERFERENCE NOISE POWER=14
SLOT M-2	INTERFERENCE NOISE POWER=11	NO INTERFERENCE NOISE POWER	INTERFERENCE NOISE POWER=13
SLOT M-1	INTERFERENCE NOISE POWER=11	NO INTERFERENCE NOISE POWER	INTERFERENCE NOISE POWER=13
SLOT M	INTERFERENCE NOISE POWER=10	INTERFERENCE NOISE POWER=16	INTERFERENCE NOISE POWER=12
SLOT M+1	INTERFERENCE NOISE POWER=12	INTERFERENCE NOISE POWER=13	INTERFERENCE NOISE POWER=14
SLOT M+2	INTERFERENCE NOISE POWER=15	INTERFERENCE NOISE POWER=11	INTERFERENCE NOISE POWER=10
FINGER STATE :	INVALID STATE	VALID STATE	

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FIG. 8
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